

FIG. 1

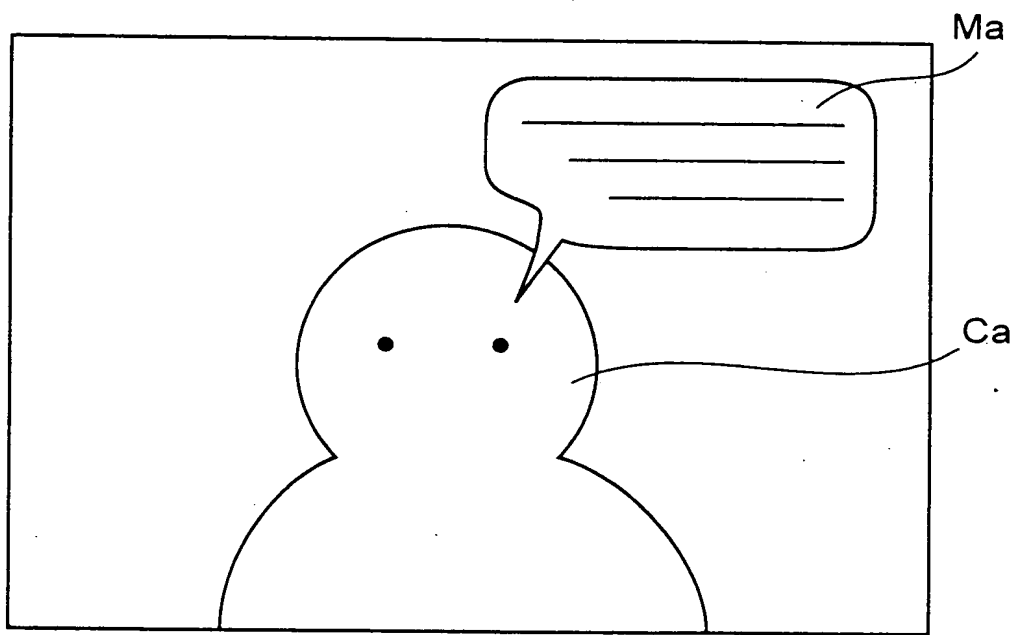


FIG. 2

CHANGE		MODE		JOY	ANGER	SADNESS	NORMAL	DECISION
RAPID	"0" → HIGH VALUE	RAPID	"0" →	JOY DEPENDING ON THE MAXIMUM ON THE MAXIMUM VALUE	ANGER DEPENDING ON THE MAXIMUM ON THE MAXIMUM VALUE	SADNESS DEPENDING ON THE MAXIMUM ON THE MAXIMUM VALUE		POSITIVE RESPONSE
GRADUAL	"0" → ABOVE STIPULATED VALUE	GRADUAL	"0" →	GET UNHAPPY	ANGER SUBSIDES	SADNESS IS SOOTHED	MOOD GETS WORSE	POSITIVE RESPONSE
GRADUAL	"0" → ABOVE STIPULATED VALUE	RAPID	"0" →	GET HAPPY A LITTLE AT A TIME	GET ANGRY A LITTLE AT A TIME	GET SAD A LITTLE AT A TIME	MOOD GETS BETTER	NEGATIVE RESPONSE
RAPID	"0" → STIPULATED VALUE 1	RAPID	"0" →					POSITIVE RESPONSE
RAPID	"0" → STIPULATED VALUE 2	RAPID	"0" →					NEGATIVE RESPONSE

FIG. 3

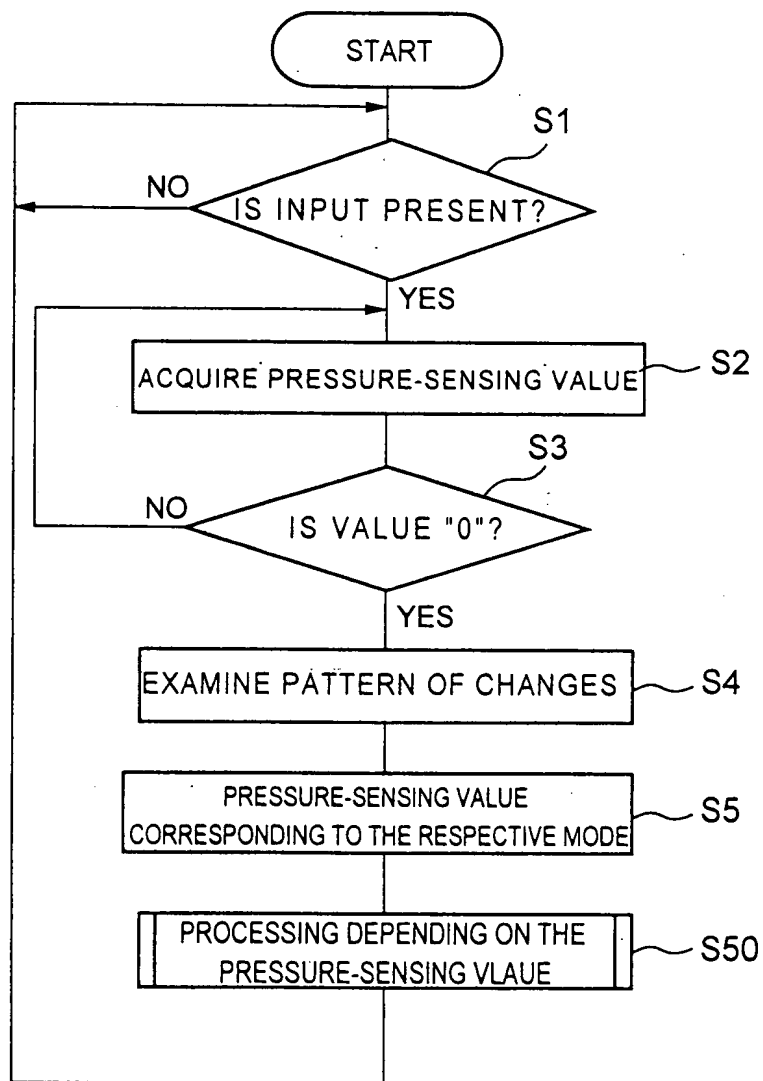


FIG. 4

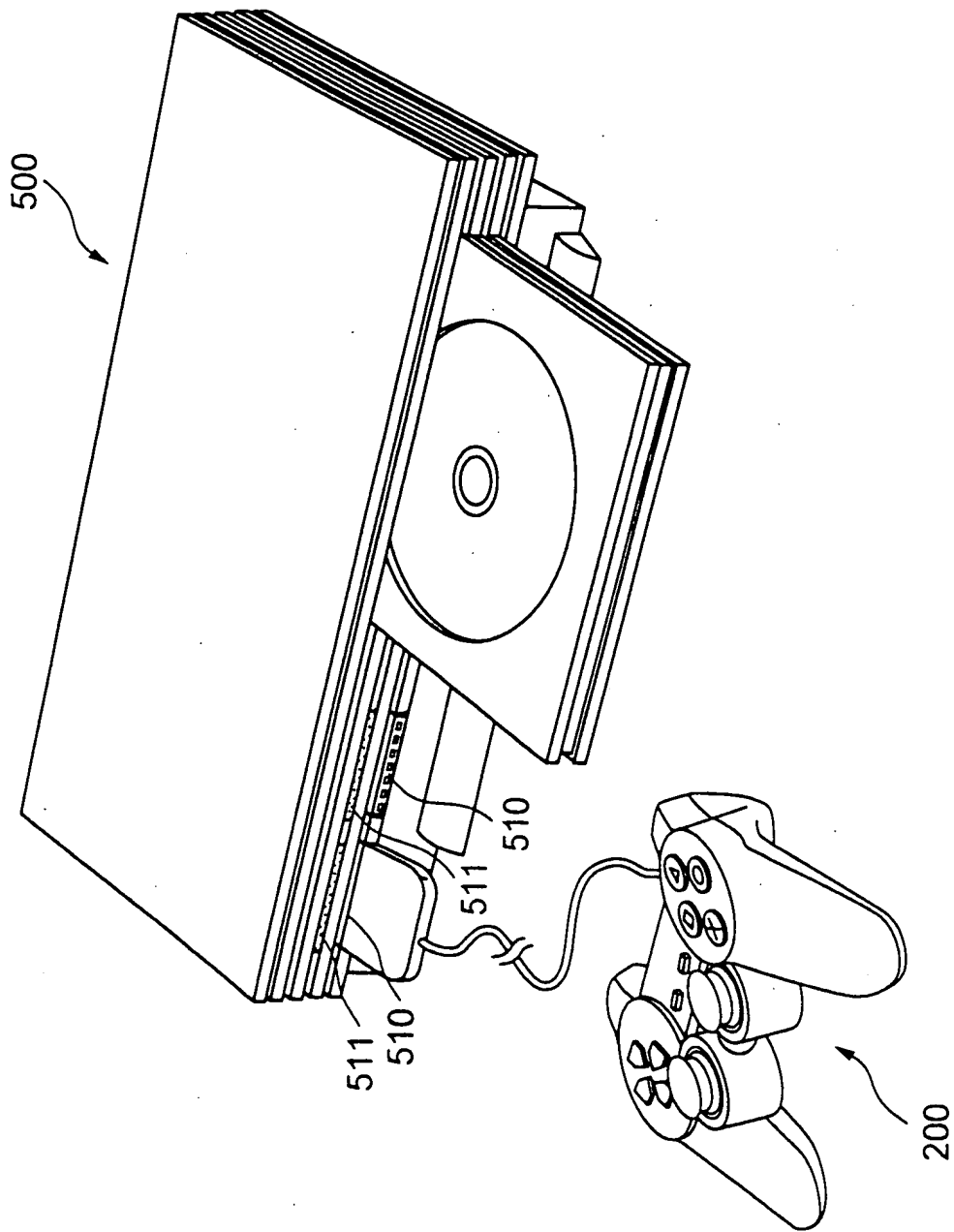


FIG. 5

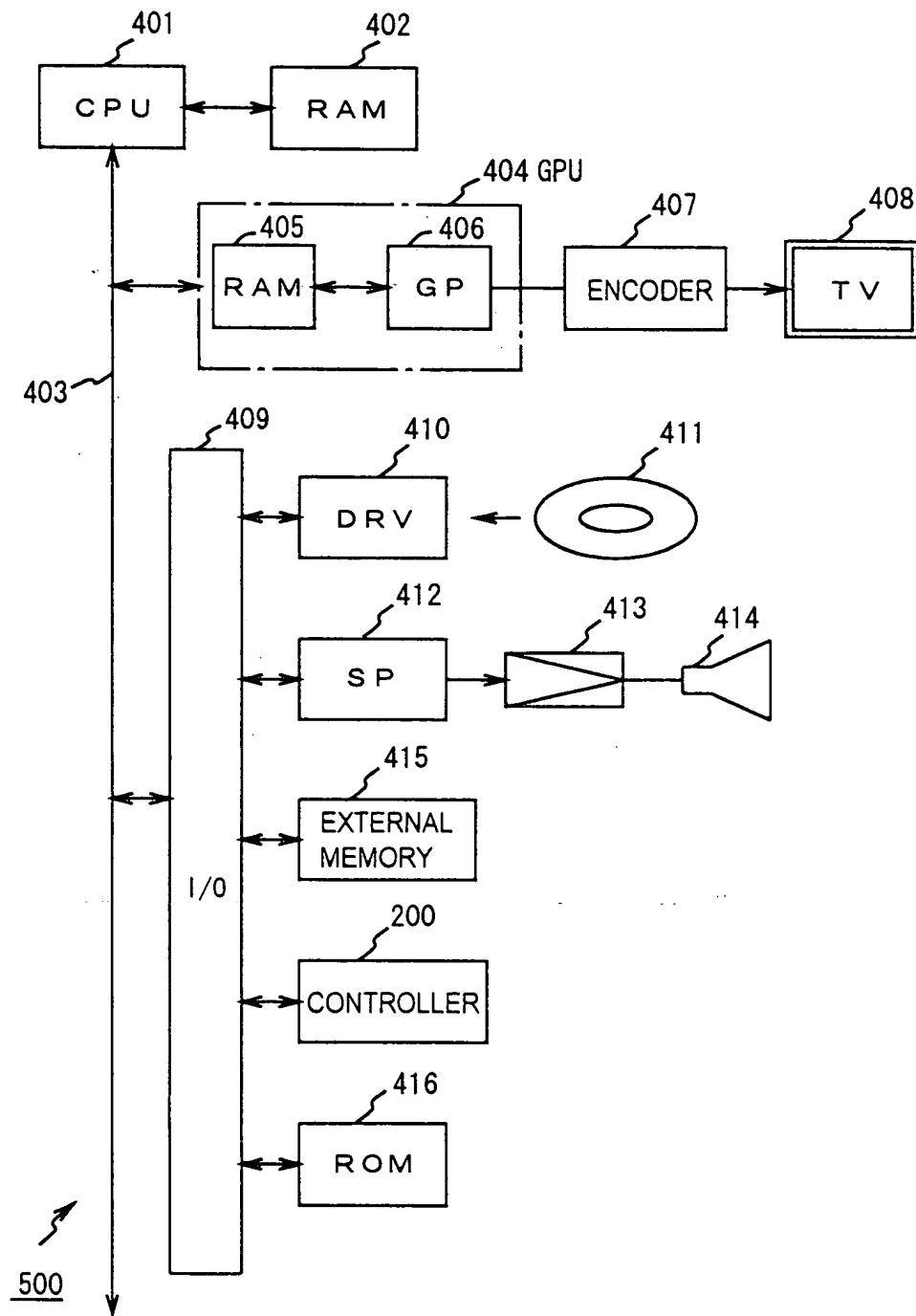


FIG. 6

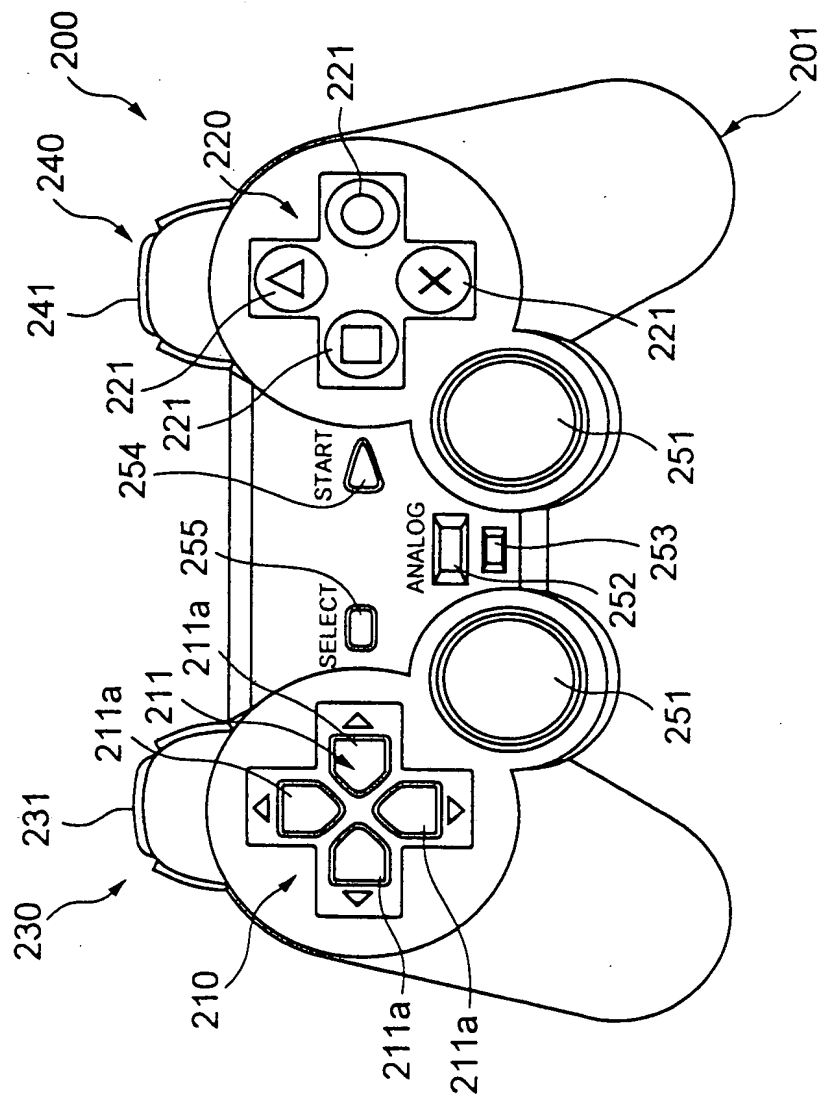


FIG. 7

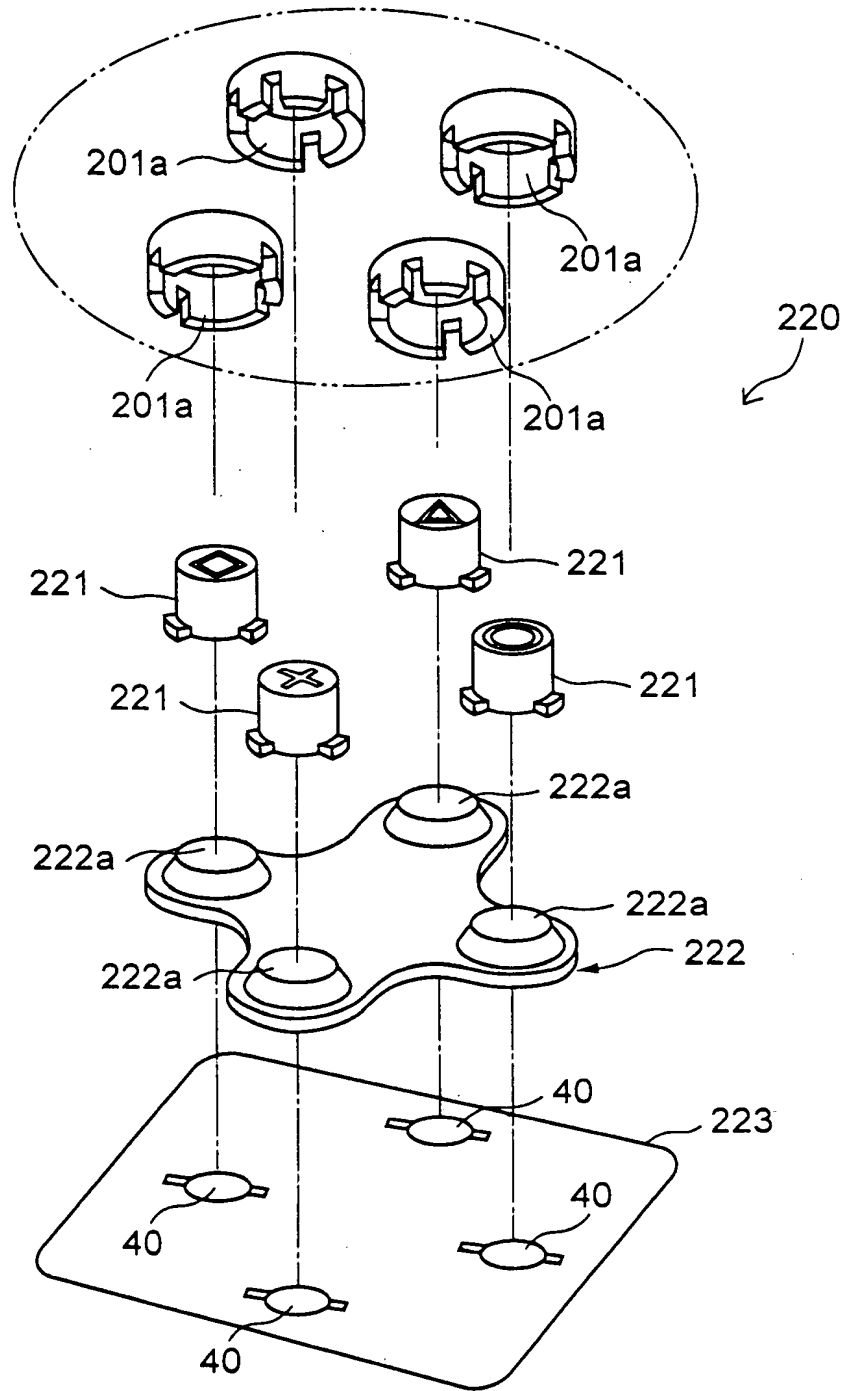


FIG. 8



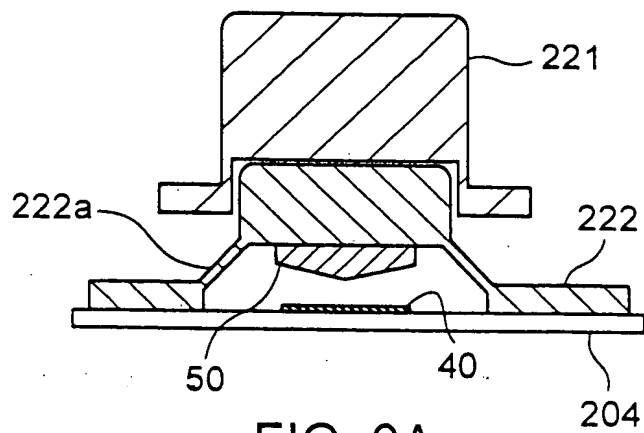


FIG. 9A

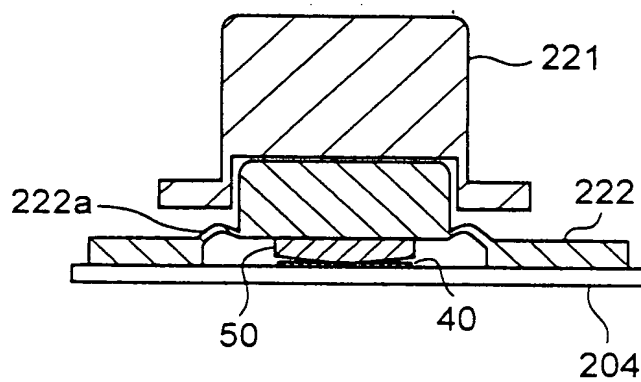


FIG. 9B

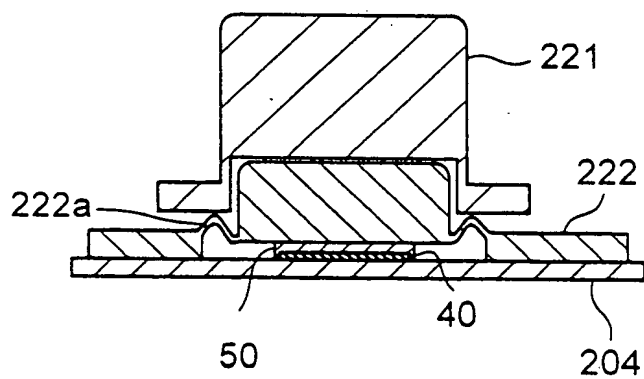


FIG. 9C

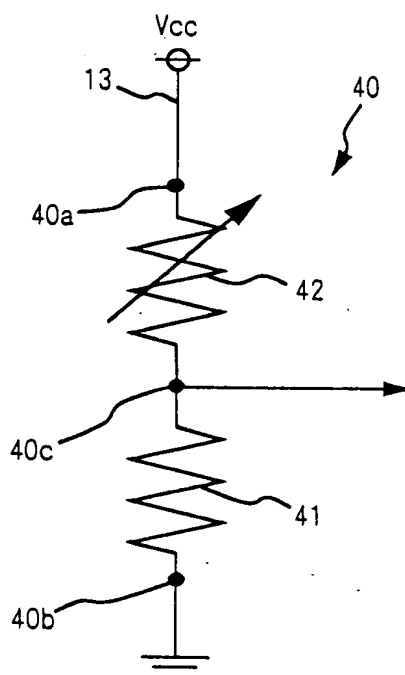
[illegible]

FIG. 10

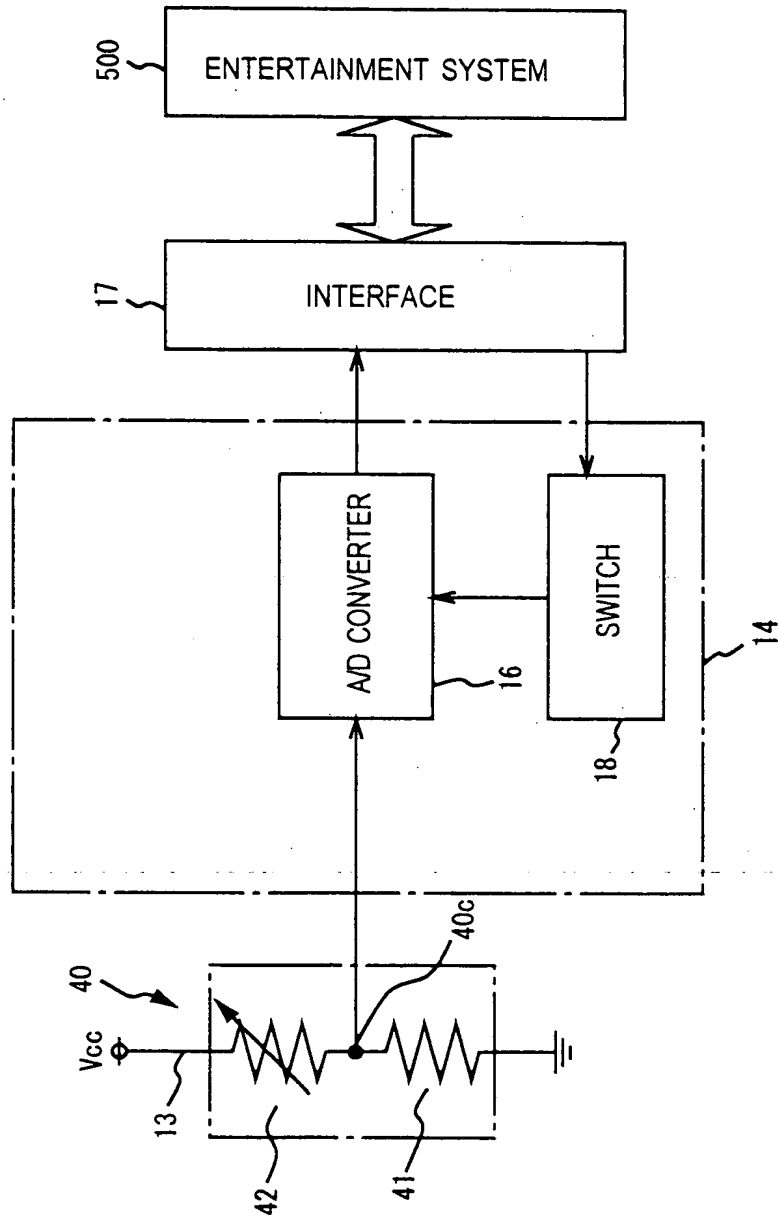


FIG. 11

FIG. 12

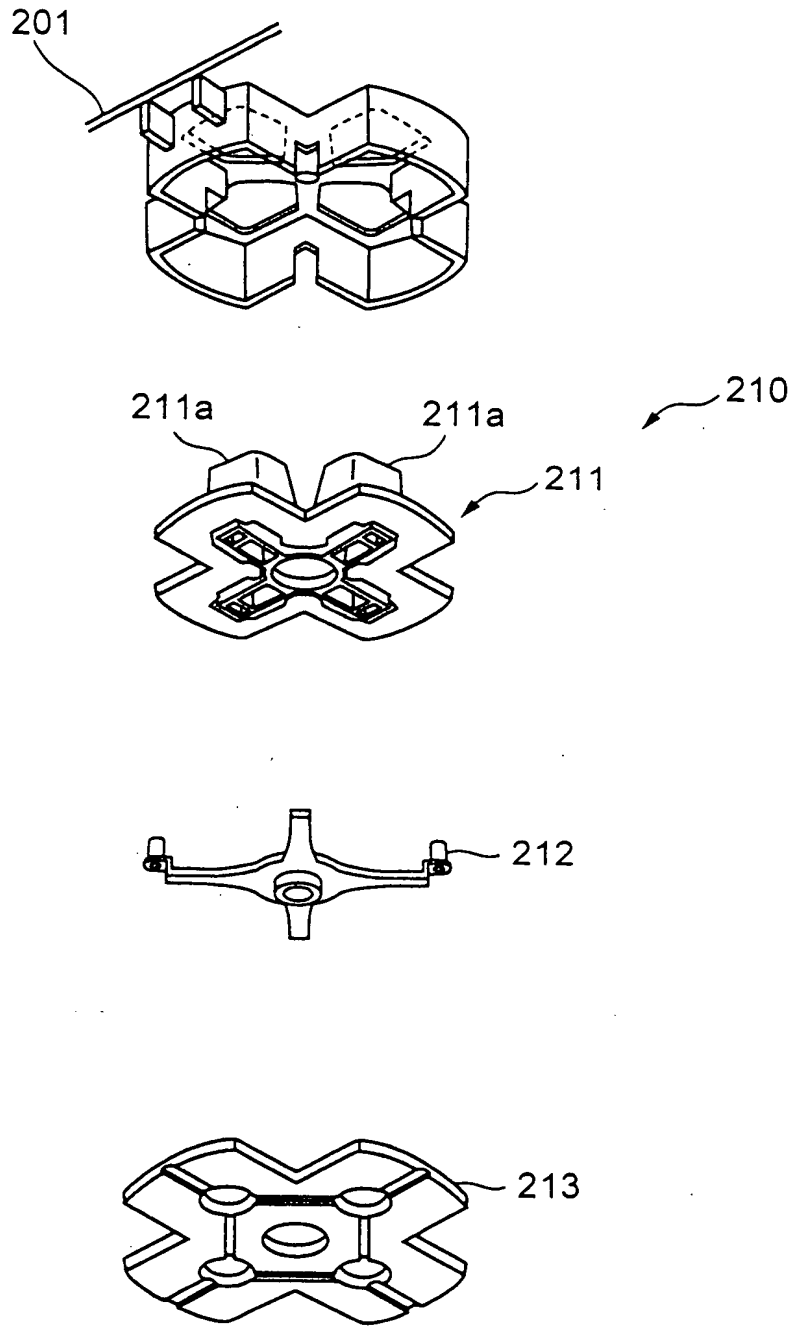


FIG. 12

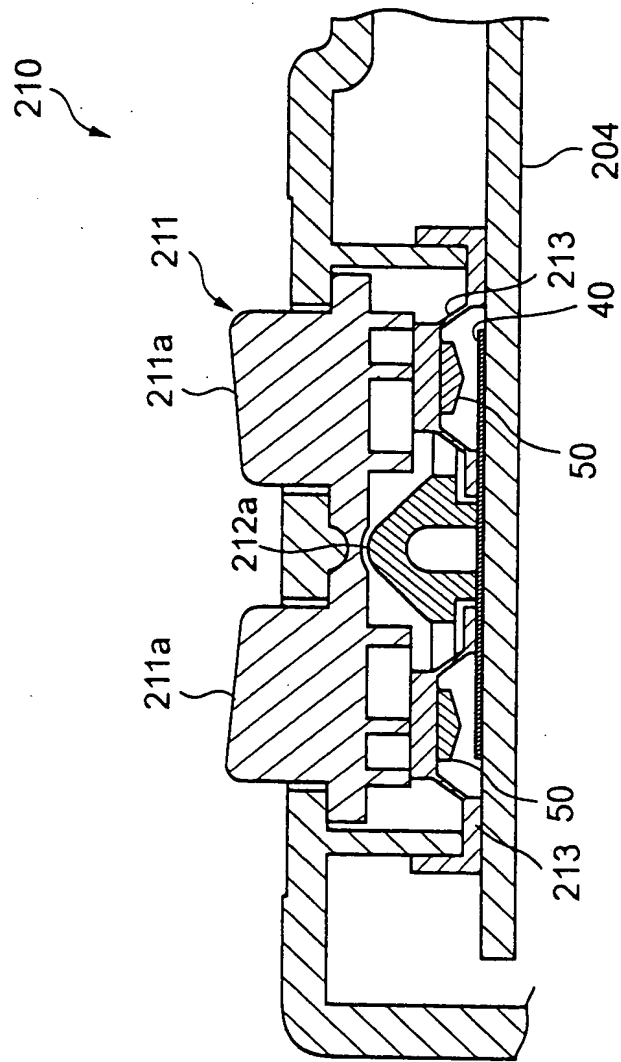


FIG. 13

FIG. 14

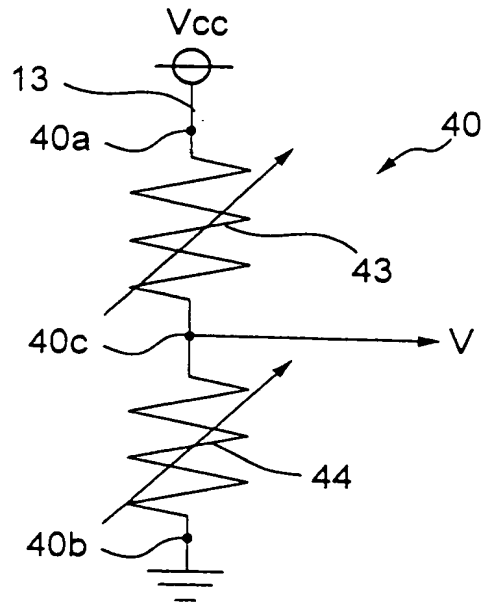


FIG. 14

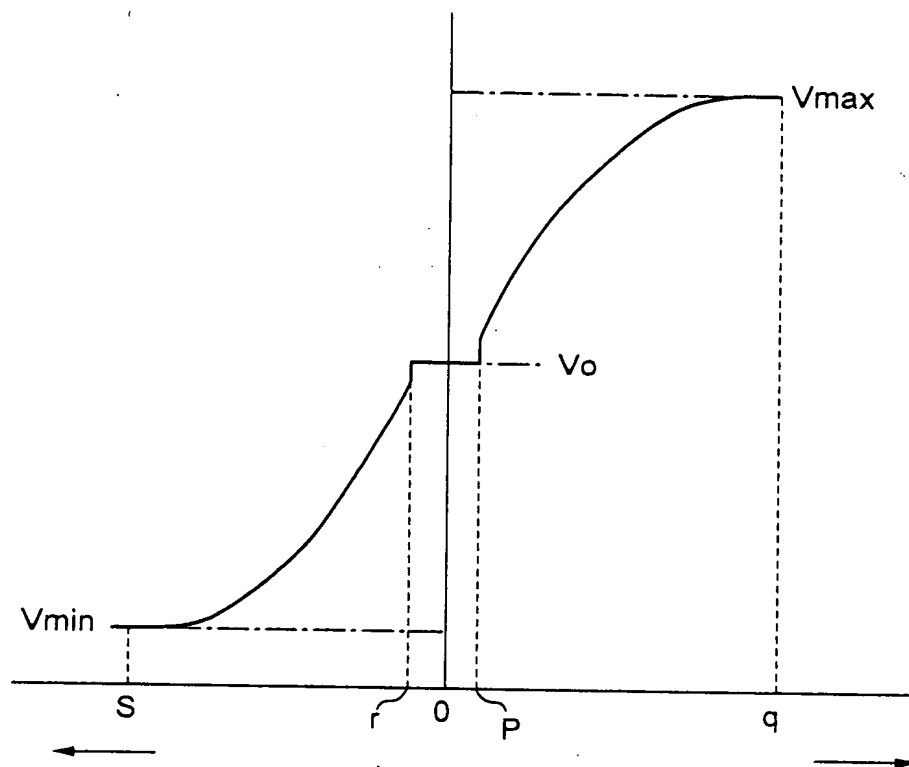


FIG. 15

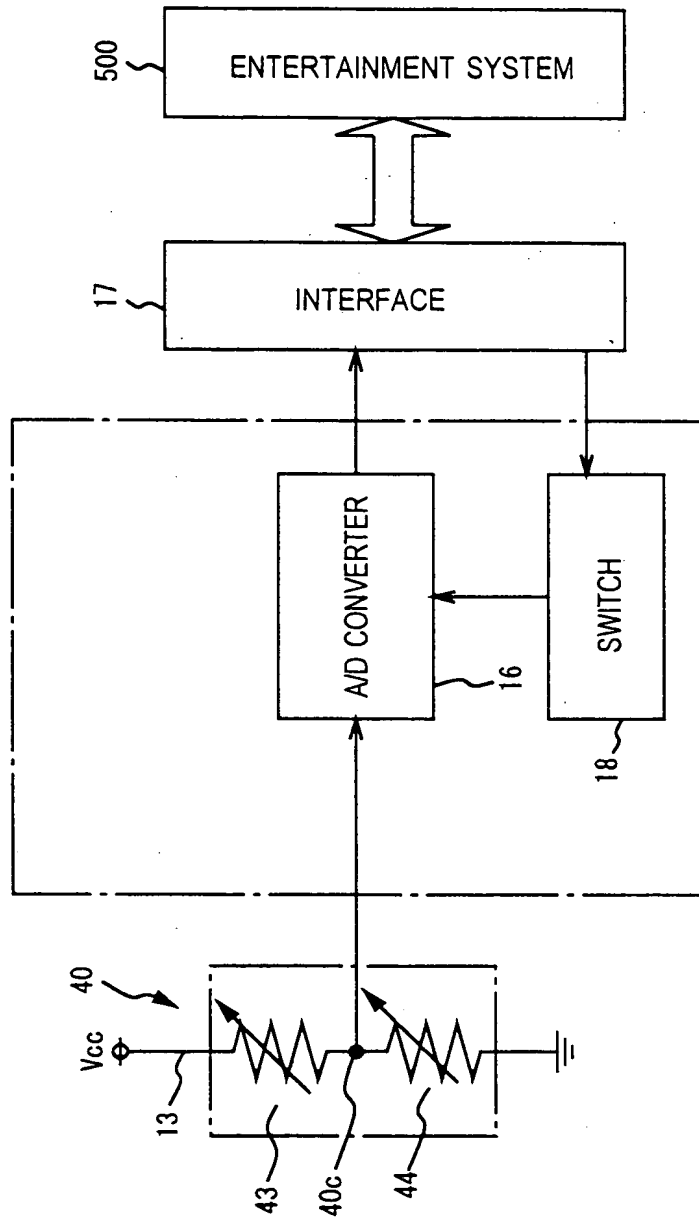


FIG. 16



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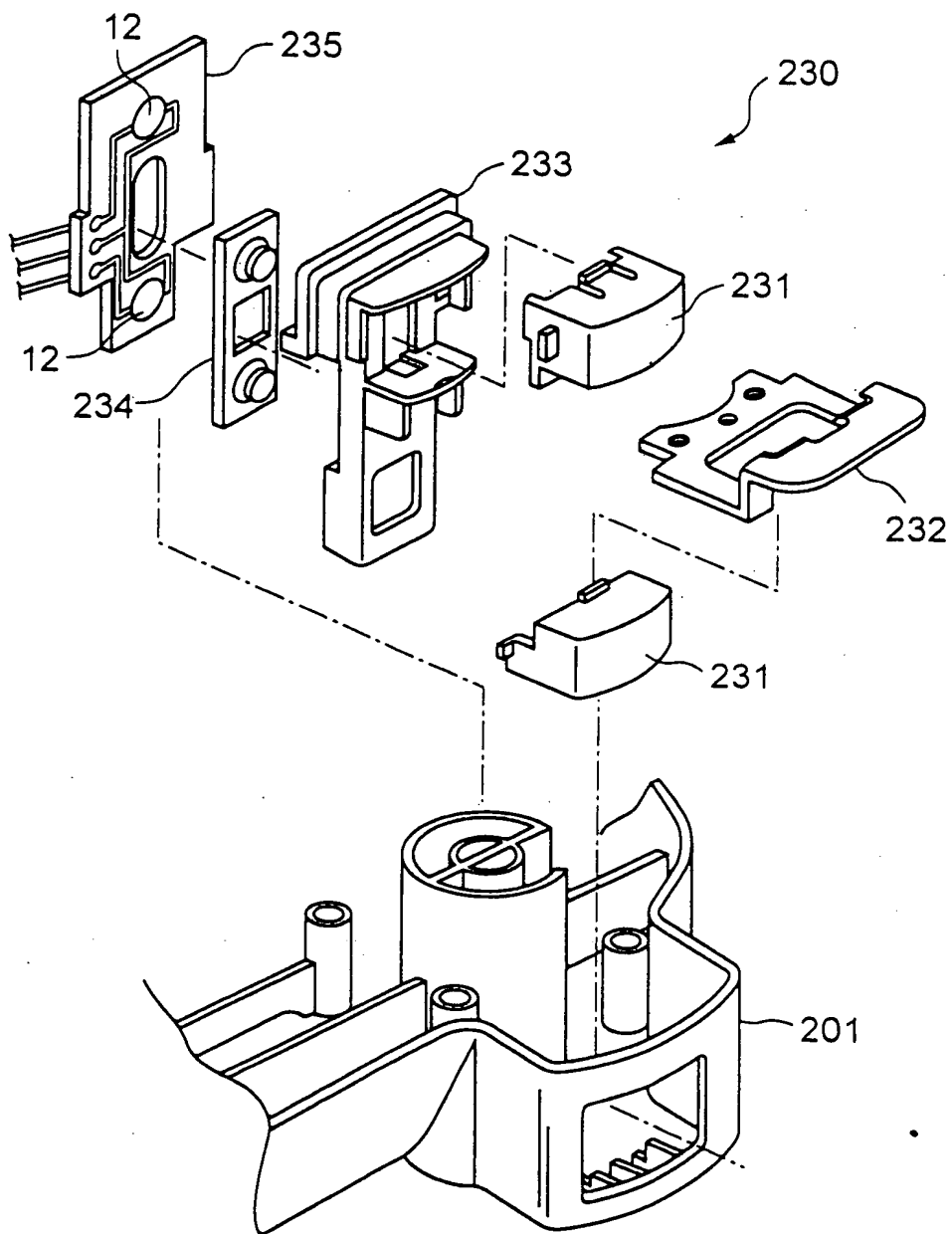


FIG. 17